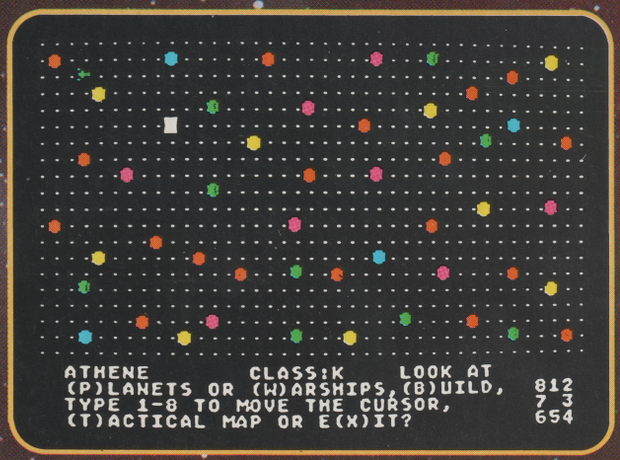
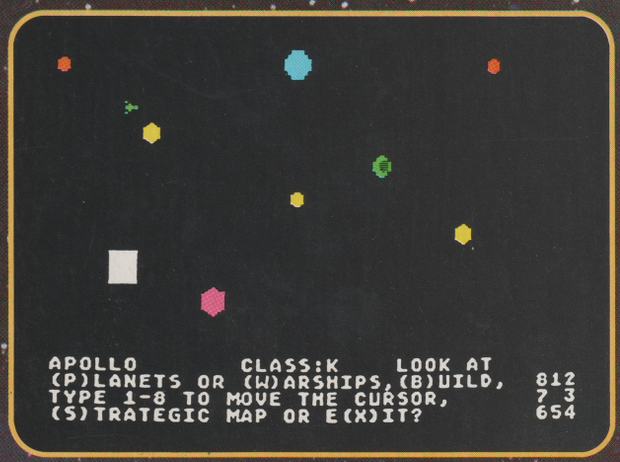
A STRATEGY GAME OF SPACE EXPLORATION & CONQUEST
IMPERIUM GALACTUM™
S.P.Q.G.
SSI
STRATEGIC SIMULATIONS INC
48K APPLE®
For the Apple® II with Applesoft ROM card, II Plus, IIe, & III.

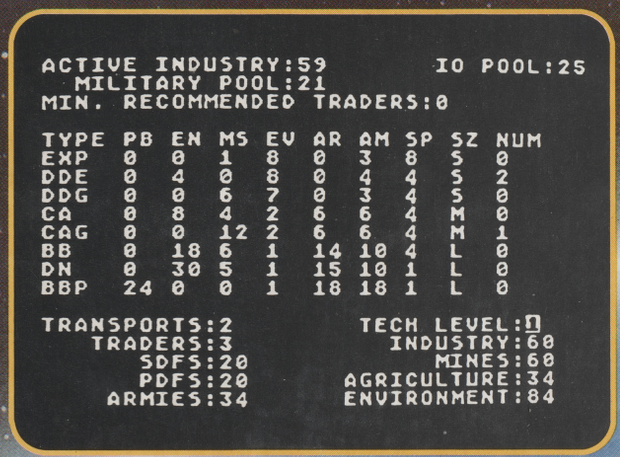
PAX GALACTUM.
There's nothing so peaceful as a dead alien.



Strategic map shows the entire star system of the game.



Tactical screen display for a closer look.


ACTIVE INDUSTRY:59 IO POOL:25
MILITARY POOL:21
MIN. RECOMMENDED TRADERS:0
TYPE PB EN MS EV AR AM SP SZ NUM
EXP 0 0 1 8 0 3 8 S 0
DDE 0 4 0 8 0 4 4 S 2
DDG 0 0 6 7 0 3 4 S 0
CA 0 8 4 2 6 6 4 M 0
CAG 0 0 12 2 6 6 4 M 1
BB 0 18 6 1 14 10 4 L 0
DN 0 30 5 1 15 10 1 L 0
BBP 24 0 0 1 18 18 1 L 0
TRANSPORTS:2 TECH LEVEL:1
TRADERS:3 INDUSTRY:60
SDFS:20 MINES:60
PDFS:20 AGRICULTURE:34
ARMIES:34 ENVIRONMENT:84

Production phase display.

Where once Rome conquered a world, now you can conquer a universe.

Imagine an expanse of 50 solar systems. You are master of a planet whose resources can be allocated for construction of warships and transports, planetary defense, armies, industrial complexes and research. Against up to three players, human or computer, you strive to increase the population of your superior race and amass power through negotiations or war.

Design your own legion of starships ranging from explorers to battleships that can ravage an entire planet. They are rated for different weapon systems, defense and evasive capabilities, armor, speed and size. Your ships must be maintained lest they deteriorate. Each warship in your fleet can be individually monitored and repaired.

Once you discover an independent world, you can try to convince it to join your empire. Should diplomacy fail, there is always brute force. The combat options include: fighting ship-to-ship, either alone or against the planet's defenses; bombing the planet using a "hit-and-run" tactic; or even purging the planet of all life and civilization.

If you choose to conquer instead of annihilate, you must dispatch ships to transport your armies to the planet's surface. You'll need your troops to not only subjugate the populace, but they must also suppress any subsequent guerrilla resistance.

Just as Julius Caesar once forged the Roman Empire, you'll now struggle to control the stars and create...the IMPERIUM GALACTUM!

SCREEN DISPLAYS SHOWN ARE FROM THE ATARI® DISPLAYS FOR OTHER COMPUTER(S) MAY VARY.

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Made in U.S.A.

- 50 star systems for you to explore and conquer.
- For up to four players, either human or computer.
- Design 8 classes of ships that can be any of 3 sizes. Rate the ships for armor, speed, energy weapons, evasion, missile systems, anti-missile systems and planetary bombardment.
- Spend industrial output on warships, transports, traders, armies, industry, environment, agriculture, mines, research, and system & planetary defenses.
- Trade agreements can be made with independent worlds and other players.
- Optional random set-up provides variation in stars and home systems.
- Watch out for guerrilla warfare and surprise attacks!

IMPERIUM GALACTUM™ was designed by **Paul Murray**, author of SSI's The Warp Factor™ and The Cosmic Balance™.

- PLAYING TIME: 20+ Hours
- ADVANCED LEVEL

Box Cover Design by LOUIS HSU SAEKOW, DON WOO & JAMES C. SOMMERVILLE.

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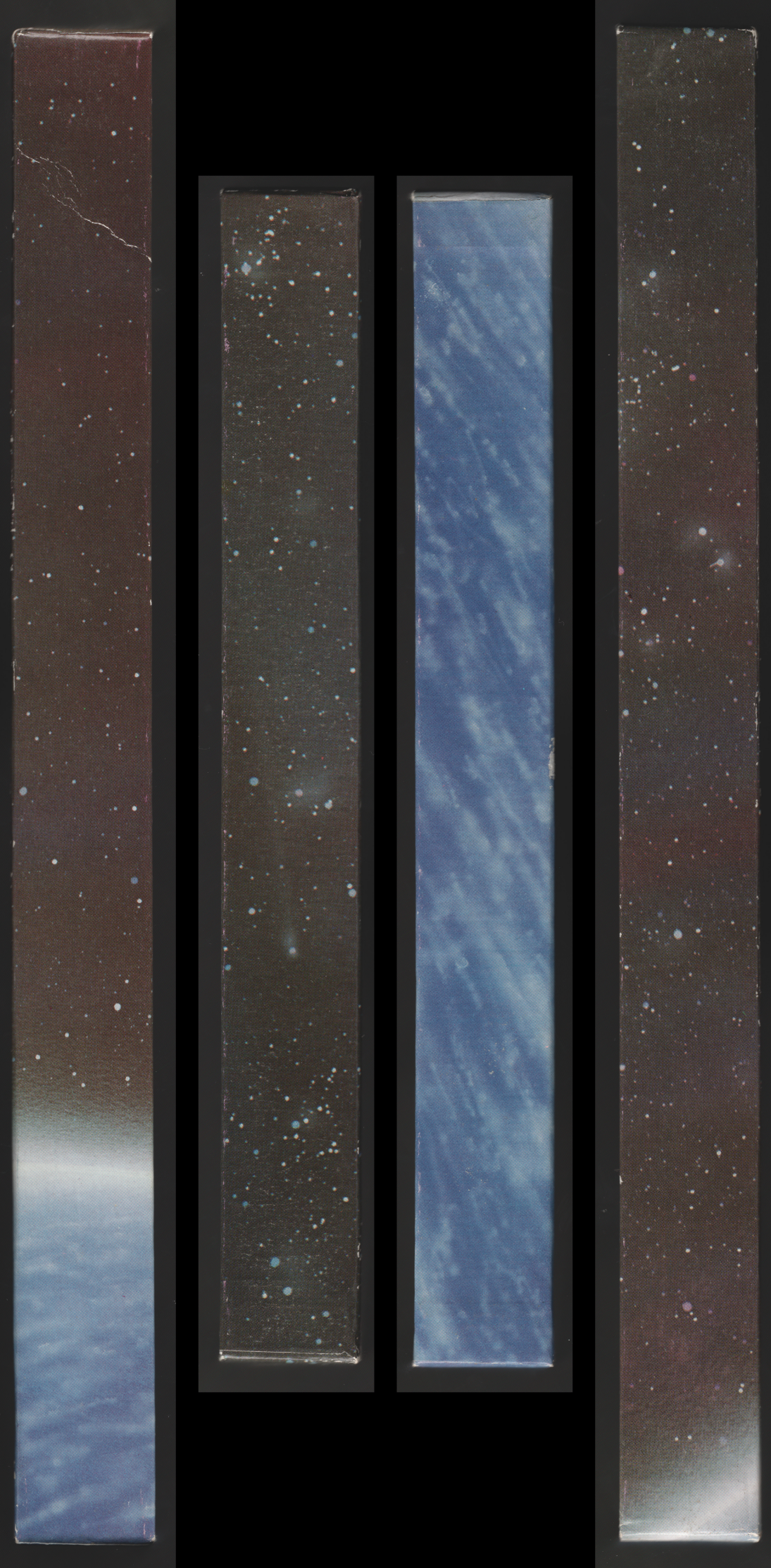
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